

The Enormous Watermelon

School: _Brown Natick, Ma

Grade level: __Kindergarten__

Story title and brief description

The Enormous Watermelon by Brenda Parke

Summary: This book is about Old Mother Hubbard who grows a watermelon in her garden. The watermelon grows so big that she has a hard time getting it home, so she calls her friends to help her get it home. (Humpty Dumpty, Little Miss Muffet, Jack, Jill & Wee Willy Winky)Each character tries to pull the watermelon off the vine. When all of them work together it finally comes off the vine. At the end they go home and enjoy a piece of watermelon.

Three to five possible design challenges

Old Mother Hubbard has to take the watermelon home by herself. How does she get it home ?

Old Mother Hubbard would like to share the watermelon with her friends but she does not have a knife. How can she share her watermelon ?

Old Mother Hubbard wants to save her watermelon for the winter. How can she save it ?

Any science and/or math constraints (optional)

The children need to learn about engineering and what an engineer does.

Procedure: an *outline* of a series of four or more lessons (may be a sentence or two for each lesson) Lesson One is going to be about what does an engineer do? - design things using science and math- Give each group of children a large piece of paper. They then need to figure out how to share the large piece of paper. Discuss what an engineer designed so you can share this large piece of paper? (scissors). The children will also need to figure out how to split it evenly. This will be very tricky but we will brainstorm ideas before cutting the paper.

Lesson Two is going to begin by reading the book, The Enormous Watermelon. After reading the first few pages the class will discuss what is Old Mother Hubbard's problem: How to get the enormous watermelon home. Read the rest of the story and discuss how she solves the problem by asking her Nursery Rhyme friends to help her get it off the vine.

After discussing problem and solution, review the other parts of the story: setting and characters.

Lesson Three is going to begin by rereading the story and reviewing the problem and solution from the story. Then explain an alternate plot that Old Mother Hubbard could not get any of her friends to help her get the watermelon, and we as a class will need to help her think of how she could get it home on her own. I will bring in a real watermelon and we will brainstorm ideas together as a class. We will also come up with a list of materials we will need to use- this list will probably be generated by the Kindergarten teacher.

Lesson Four is where the class can split into groups with a parent to supervise. Each group will be given all the materials from lesson three along with a real watermelon to test their solution. After each group tries one or two ideas we will come back as a group and find out which solution worked.

Method of assessing children's learning

Teacher will assess children's learning through observations and class discussions .